

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently amended) A method of cooperatively programming [[for]] a simulation program of a computer application to be developed, the method comprising:

communicating with a plurality of user computers, where the user computers display an executable simulation model of the simulation program of the computer application to be developed;

permitting the user computers to simultaneously modify the executable simulation model thereby revising the simulation program of the computer application to be developed;

receiving a modification to the executable simulation model from a first user computer selected from the user computers; and

automatically providing an update to the plurality of user computers such that the plurality of user computers display the revised executable simulation model.

2. (Previously presented) The method as defined in Claim 1, wherein the modification to the executable simulation model further comprises at least one of adding a primitive, deleting a primitive, editing a primitive, or modifying a relationship between or among primitives.

3. (Original) The method as defined in Claim 1, further comprising automatically providing the update in near real time.

4. (Original) The method as defined in Claim 1, wherein automatically providing an update occurs without having a user of the first user computer activate an instruction to update the executable simulation model.

5. (Original) The method as defined in Claim 1, wherein automatically providing an update further comprises automatically updating a second user computer without receiving a request from the second user computer to update the executable simulation model.

6. (Original) The method as defined in Claim 1, further comprising dynamically sharing requirements among the user computers.

7. (Original) The method as defined in Claim 1, further comprising dynamically sharing requirements among the user computers, wherein the dynamically-shared requirements are stored in a single data store.

8. (Original) The method as defined in Claim 1, wherein the executable model includes requirements.

9. (Original) The method as defined in Claim 1, further comprising dynamically sharing primitives among the user computers.

10. (Original) The method as defined in Claim 1, further comprising dynamically sharing primitives among the user computers, wherein the dynamically-shared primitives are stored in a single data store.

11. (Currently amended) The method as defined in Claim 1, further comprising:
communicating with a second user computer, where the second user computer is executing the model of the simulation program; and

automatically providing the update to the second user computer such that the second user computer automatically executes the revised executable model of the simulation program.

12. (Original) The method as defined in Claim 11, wherein automatically providing the update to the second user computer occurs in near real time.

13. (Original) The method as defined in Claim 1, wherein the computer application is a Web-based application.

14. (Currently amended) A computer system that is configured to permit users to cooperatively program a simulation program of a computer application to be developed, the computer system comprising:

a first component configured to communicate with a plurality of user computers, where the user computers display an executable simulation model of the simulation program of the computer application to be developed;

a second component configured to permit the user computers to simultaneously modify the executable simulation model thereby revising the simulation program of the computer application to be developed, where the second component is further configured

to receive a modification to the executable simulation model from a first user computer selected from the user computers; and

a third component configured to automatically provide an update to the plurality of user computers such that the plurality of user computers display the revised executable simulation model.

15. (Previously presented) The computer system as defined in Claim 14, wherein the modification to the executable simulation model further comprises at least one of adding a primitive, deleting a primitive, editing a primitive, or modifying a relationship between or among primitives.

16. (Original) The computer system as defined in Claim 14, wherein the third component is further configured to automatically provide the update in near real time.

17. (Original) The computer system as defined in Claim 14, wherein the third component is further configured to automatically provide an update without having a user of the first user computer activate an instruction to update the executable simulation model.

18. (Original) The computer system as defined in Claim 14, wherein the third component is further configured to automatically update a second user computer without receiving a request from the second user computer to update the executable simulation model.

19. (Original) The computer system as defined in Claim 14, further comprising a component configured to dynamically share requirements among the user computers.

20. (Original) The computer system as defined in Claim 14, further comprising a component configured to dynamically share requirements among the user computers, wherein the dynamically-shared requirements are stored in a single data store.

21. (Original) The computer system as defined in Claim 14, wherein the executable model includes requirements.

22. (Original) The computer system as defined in Claim 14, further comprising a component configured to dynamically share primitives among the user computers.

23. (Original) The computer system as defined in Claim 14, further comprising a component configured to dynamically share primitives among the user computers, wherein the dynamically-shared primitives are stored in a single data store.

24. (Currently amended) The computer system as defined in Claim 14, wherein:
the first component is further configured to communicate with a second user computer that is executing the model of the simulation program; and
the third component is further configured to automatically provide the update to the second user computer such that the second user computer automatically executes the revised executable model of the simulation program.
25. (Original) The computer system as defined in Claim 24, wherein the third component is further configured to automatically provide the update to the second user computer in near real time.
26. (Original) The computer system as defined in Claim 14, wherein the computer application is a Web-based application.
27. (Currently amended) A computer system that is configured to permit users to cooperatively program a simulation program of a computer application to be developed, the computer system comprising:
a means for communicating with a plurality of user computers, where the user computers display an executable simulation model of the simulation program of the computer application to be developed;
a means for permitting the user computers to simultaneously modify the executable simulation model thereby revising the simulation program of the computer application to be developed;
a means for receiving a modification to the executable simulation model from a first user computer selected from the user computers; and
a means for automatically providing an update to the plurality of user computers such that the plurality of user computers display the revised executable simulation model.
28. (Previously presented) The computer system as defined in Claim 27, wherein the modification to the executable simulation model further comprises at least one of adding a primitive, deleting a primitive, editing a primitive, or modifying a relationship between or among primitives.
29. (Original) The computer system as defined in Claim 27, further comprising a means for automatically providing the update in near real time.

30. (Original) The computer system as defined in Claim 27, wherein the means for automatically providing an update is further configured to provide the update without having a user of the first user computer activate an instruction to update the executable simulation model.

31. (Original) The computer system as defined in Claim 27, wherein the means for automatically providing an update is further configured to automatically update a second user computer without receiving a request from the second user computer to update the executable simulation model.

32. (Original) The computer system as defined in Claim 27, further comprising a means for dynamically sharing requirements among the user computers.

33. (Original) The computer system as defined in Claim 27, further comprising a means for dynamically sharing requirements among the user computers, wherein the dynamically-shared requirements are stored in a single data store.

34. (Original) The computer system as defined in Claim 27, wherein the executable model includes requirements.

35. (Original) The computer system as defined in Claim 27, further comprising a means for dynamically sharing primitives among the user computers.

36. (Original) The computer system as defined in Claim 27, further comprising a means for dynamically sharing primitives among the user computers, wherein the dynamically-shared primitives are stored in a single data store.

37. (Currently amended) The computer system as defined in Claim 27, further comprising:

a means for communicating with a second user computer, where the second user computer is executing the model of the simulation program; and

a means for automatically providing the update to the second user computer such that the second user computer automatically executes the revised executable model of the simulation program.

38. (Original) The computer system as defined in Claim 37, wherein automatically providing the update to the second user computer occurs in near real time.

39. (Original) The computer system as defined in Claim 27, wherein the computer application is a Web-based application.

40. (Currently amended) A computer program embodied in a tangible computer-readable medium for cooperatively programming of a simulation program of a computer application to be developed, the computer program comprising:

instructions configured to communicate with a plurality of user computers, where the user computers display an executable simulation model of the simulation program of the computer application to be developed;

instructions configured to permit the user computers to simultaneously modify the executable simulation model thereby revising the simulation program of the computer application to be developed;

instructions configured to receive a modification to the executable simulation model from a first user computer selected from the user computers; and

instructions configured to automatically provide an update to the plurality of user computers such that the plurality of user computers display the revised executable simulation model.

41. (Previously presented) The computer program as defined in Claim 40, wherein the modification to the executable simulation model further comprises at least one of adding a primitive, deleting a primitive, editing a primitive, or modifying a relationship between or among primitives.

42. (Original) The computer program as defined in Claim 40, further comprising instructions configured to automatically provide the update in near real time.

43. (Original) The computer program as defined in Claim 40, wherein the instructions configured to automatically provide an update are further configured to provide the update without having a user of the first user computer activate an instruction to update the executable simulation model.

44. (Original) The computer program as defined in Claim 40, wherein the instructions configured to automatically provide an update are further configured to automatically update a second user computer without receiving a request from the second user computer to update the executable simulation model.

45. (Original) The computer program as defined in Claim 40, further comprising instructions configured to dynamically share requirements among the user computers.

46. (Original) The computer program as defined in Claim 40, further comprising instructions configured to dynamically share requirements among the user computers, wherein the dynamically-shared requirements are stored in a single data store.

47. (Original) The computer program as defined in Claim 40, wherein the executable model includes requirements.

48. (Original) The computer program as defined in Claim 31, further comprising instructions configured to dynamically share primitives among the user computers.

49. (Original) The computer program as defined in Claim 40, further comprising instructions configured to dynamically share primitives among the user computers, wherein the dynamically-shared primitives are stored in a single data store.

50. (Currently amended) The computer program as defined in Claim 40, further comprising:

instructions configured to communicate with a second user computer that is executing the model of the simulation program; and

instructions configured to automatically provide the update to the second user computer such that the second user computer automatically executes the revised executable model of the simulation program.

51. (Original) The computer program as defined in Claim 50, wherein the instructions configured to automatically provide the update to the second user computer are further configured to provide the update to the second user computer in near real time.

52. (Original) The computer program as defined in Claim 40, wherein the computer application is a Web-based application.